

ABSTRACT OF THE DISCLOSURE

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To improve computer performance, problems of emulation such as WAR hazard, uneven utilization of machine resources, unnecessary dependencies, wasted hardware resources and data buffer pollution, are alleviated by responding to dynamic execution information, such as branch prediction, register usage, overflow, a history of branch predictions of groups of branches combined, and a history of register usage for: dynamically modifying instruction parameters of an emulation sequence of instructions; reordering emulated instructions; and adding or changing the dynamic execution information.

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